

# FACEMAKER™



Written in MicroMotion FORTH-79.

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# FAST START INSTRUCTIONS

## How to start FACEMAKER:

Boot the program. (See page 5 for instructions)

Answer the questions on the screen.



Press 1 to build a face.

- To see the noses, mouths, eyes, ears, or hair you can have on your face, press the space bar to highlight a feature and then press RETURN.\*
- The screen will now display the selection of the particular feature you choose:
- Press the space bar to highlight your selection, then press RETURN.
- To change a face, use the same procedure.

\* If you have an IBM PC®, use the ENTER key wherever these instructions refer to a RETURN key.



Press 2 (program) to animate the face you made.

- Press the letter that goes with the action you want.  
**W** = wink  
**F** = frown  
**S** = smile  
**C** = cry  
**T** = stick out tongue  
**E** = ear wiggle
- To create a series of actions (a program), press the space bar. A program box will appear on the screen. Type the letters from the list above in the order you want to see the actions. Then, press RETURN. You can write another program by typing over the first program. To clear the box, press the space bar again.
- You can also make a delay between commands by typing - (dash). A program might look like this: **WS-W**.



Press 3 to play the game.



Press 4 if you want to change your choices.

- **Type Y** if you want instructions. If not, **type N**.

- To start the game, press RETURN.
- The face will do something. For example, it may wiggle its ears and smile.
- Answer the computer by typing exactly what you saw. Use these keys:

**W** = wink

**F** = frown

**S** = smile

**C** = cry

**T** = stick out tongue

**E** = ear wiggle

- Each time you have correctly repeated what the computer did, your score will increase by one.
- Then the computer will add one expression to the series. Keep typing the letters for what the computer does to get a high score.
- You can see your best score at the top of the screen.

- Each time you press 4 you will have three choices to make:

- 1) Do you want sound to accompany the animation of your face?
- 2) Do you want a white background or a black background on the screen?
- 3) Do you need HELP using the program? Type your answer (**Y** for Yes and **N** for No) after each question is presented. When you've answered the questions, you're ready to begin.

## A NOTE TO PARENTS

Anyone four years old or older will enjoy this program.

FACEMAKER is an educational program disguised as a game. Children can make a variety of faces and animate them. Eyes can be made to wink, ears wiggle, and lips move in any order the child likes. The computer will even play a memory game with children. The computer will animate the face they have created with a particular order of winks and wiggles and the children have to press the keys necessary to produce the exact same pattern. Behind this program are the following educational objectives.

### – A gentle introduction to programming.

A program is a list of instructions to a computer. When children are pressing keys to make ears wiggle or eyes wink a certain number of times and in a particular order they are giving instructions to the computer using a very simple, special purpose programming language. Instead of the computer telling the child what to do, the child is telling the computer what to do.

– **Keyboard familiarity.** Children use the keyboard to communicate with the computer instead of joy sticks or game paddles. Keyboard familiarity is an important aspect of computer literacy that children

begin learning with this program.

– **Visual sequential memory.** This refers to the ability to remember the order in which objects were seen. A strong visual sequential memory helps children remember the order in which letters appear in words. Many people use their visual memory to help them with spelling. They “see” the word they are trying to spell in their mind’s eye. In the FACEMAKER game children have to remember the number of times and order in which eyes wink, ears wiggle, and so forth.

– **Auditory sequential memory.** This refers to the ability to remember sounds or words in the order in which they were heard. This is something else many people use when they are spelling. Some people remember how to spell words by “hearing” the word spelled in their minds. The FACEMAKER game has a sound associated with each animated movement. This permits children to use both auditory and visual sequential memories together to play the game. (Visual and auditory memories usually develop at the same rate. However, this is not always the case. If your child has had an educational evaluation that determined a weakness in the visual sequential memory, you can have your child play the game exercising only this memory skill by turning off the sound on the program.)

# TUTORIAL FOR FACEMAKER

**H**ow to start the FACEMAKER:

- Apple® II Plus computers: put the FACEMAKER diskette into the disk drive, close the disk drive door and turn on the

computer.

- IBM Personal Computers: put the FACEMAKER diskette into the disk drive, close the disk drive door and turn on the computer.

- Atari® 800 computers:

- Turn on the disk drive.

- When the top red light (the “BUSY” light) goes out, open the disk drive door.

- Insert the FACEMAKER diskette and close the disk drive door.

- Turn on the computer.

The program will start automatically.

Each time you begin FACEMAKER, you will have three choices to make:

1) Do you want sound to accompany the animation of your face?


2) Do you want a white background or a black background on the screen?


3) Do you need HELP using the program?


Type your answer (**Y** for Yes and **N** for No) after each question is presented. When you've answered the questions, you're ready to begin.

You will see a list of options at the bottom

of the screen. Each option stands for a separate work space. You may want to think of them as separate pieces of paper on a desk. We call them **windows**. They are each labeled with a number in one of the corners. Use the labels to get the windows:

 **Press 1** to build a face.

 **Press 2** to animate a face with a program.

 **Press 3** to play the game.

 **Press 4** to change your choices.

## Building a Face:

Press 1 to get to the face building window. You will see an empty face and a list, or **menu**, which consists of a nose, mouth, eyes, ears, and hair. By moving the space bar, you can highlight the choices in the menu. When you've highlighted the choice you want, press RETURN.\*

Suppose you choose the mouth. Next, you will see a menu of mouths on the screen. Using the space bar, highlight the letter next to the mouth you want and press RETURN. Watch the mouth appear on the face!

Continue doing this until you have completed your face. If you want to change something you've already chosen for your face, simply select the new feature and it will replace the old one on your face.

\* If you have an IBM PC®, use the ENTER key wherever these instructions refer to a RETURN key.



# A

## animating a Face:

Now that you have a face, you can make it wink, smile, frown, cry, stick out its tongue, or wiggle its ears.

Go to window 2. You can press one of these letters and see the face respond immediately:

**W** = wink

**F** = frown

**S** = smile

**C** = cry

**T** = stick out tongue

**E** = ear wiggle

Try it!

You can also write a **program**, then sit back and watch the computer make the faces for you. A program is a set of instructions for the computer. To write a program, you need to have the program box on the screen. Press space bar and it will appear. Use the letters listed above (computer people call them **commands**) to give your instructions to the computer. For example, type **F T F T W W S E**. You will see your program in the box. Press RETURN and watch the face. If you press RETURN again, the face will repeat your program. You can write another program by typing over the first one.

You can also make a delay between commands by typing - (dash). A program might look like this:

**WS-W**

(Wink, Smile, Delay, Wink)

You can make the program 14 commands long. The computer will accept any sequence of commands you can think of.

To clear the program box from the screen, press the space bar.

# P

## laying the Game:

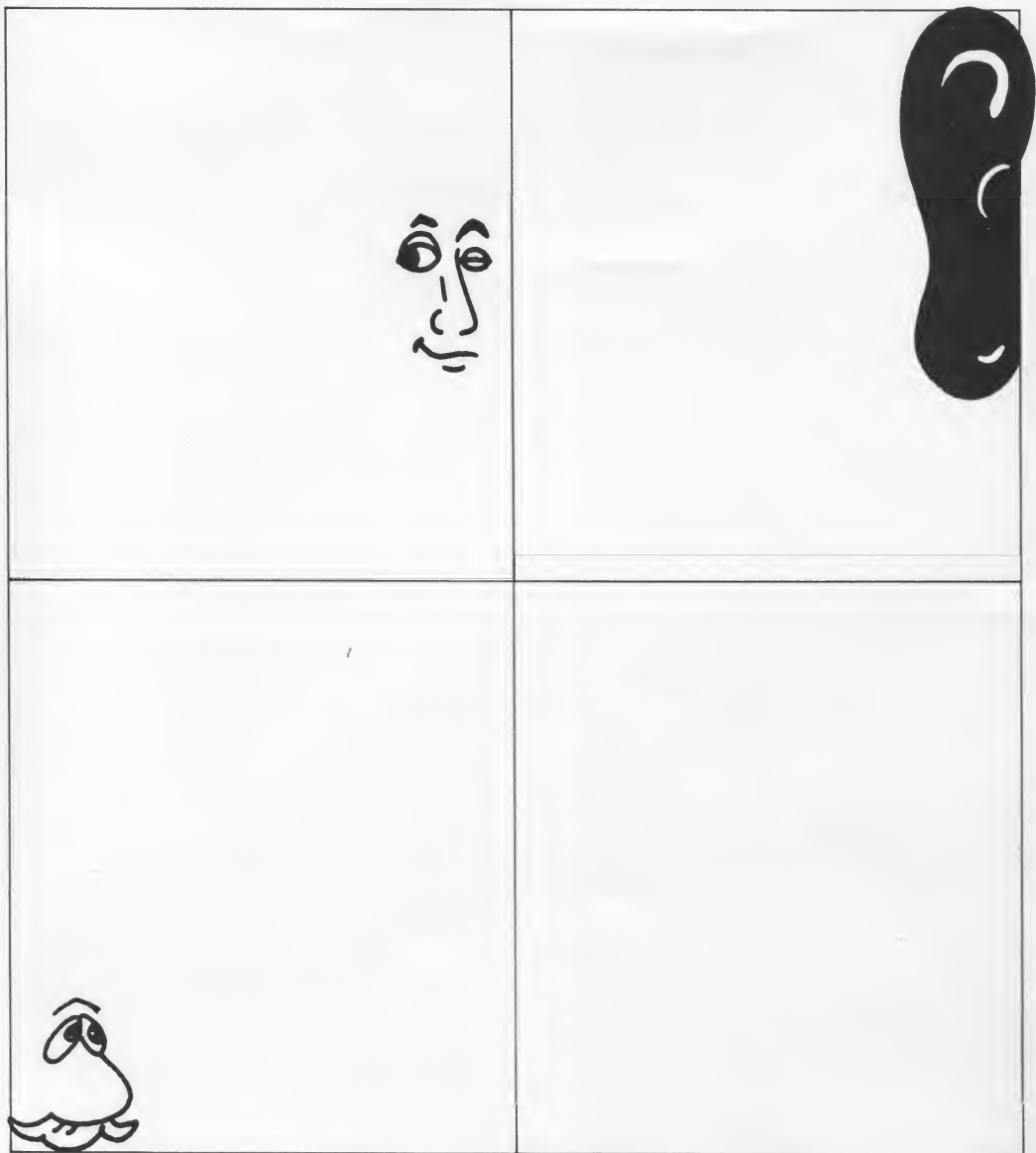
You can also play a game with your face. Go to window 3. Press Y to get instructions for the game. The instructions explain that this is a memory game. The computer is going to animate your face for you and you're going to have to remember what the computer did.

When you're ready to play, press RETURN. Watch the face closely. It will do something like wiggle its ears and smile. When it stops, you type the letters for what it did. In this case, it would be E S. If your answer is right, the face will smile and wink at you. Then it will clear your answer box and make more faces at you, adding one more face each time. Your score is equal to the number of expressions you can correctly repeat. Your score shows at the top of the screen.

If you are wrong, the face will stick out its tongue. The computer will ask if you're ready to start the game over again. When you're ready, press RETURN.

It's a contest with the computer to see if you can remember all of the things the computer does in the right order.

See how far you can get!



**DesignWare**, creators of **FACEMAKER**,  
is a company staffed with educators and  
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